

PIYUSH GAUTAM

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MY EDUCATION

IIT Kharagpur

M.Tech/B.Tech Dual Degree Engineering Product Design *GPA: 8.1*

West Bengal

July 2019 - May 2024

Sri Chaitanya

Secondary Education Science *GPA: 96%*

Hyderabad

April 2017 - May 2019

MY INTERNSHIP EXPERIENCES

Flamapp

Software Engineer

Bengaluru, India

Jan 2023 - Present

- Created database on amazon s3, for training a VIT for image recognition(augmentations, refining, triplet formation, etc.)
- Worked on creating a avatar creation tool with features like body type selection, clothes selection, texture selection, body shape modifications., and various other cool features.
- Integrated stable diffusion to the avatar system for creating textures on the go. Also deployed model on Amazon ECS..
- Key Takeaways: Blender, Unity3D, Godot, AWS: S3, Lambda, EC2, ECS, Sagemaker

Flamapp

Computer Vision Engineer

Bengaluru India

Jan 2022 - June 2022

- Worked on creating a cloud image recognition architecture that scans an image in from live camera and searches it in the database (containing over 100 million images) in seconds, and then augments a corresponding video over that image in the scanner application. This is similar to Vuforia in Unity3D
- Created a pattern generation algorithm containing n different shapes based on user input. Also worked on creating a custom scannable code like qr code,snaptag,etc.
- Key Takeaways: Deep Learning, Computer Vision, C++ architecture, CUDA for model training, Cmake, Python libraries including OpenCV, Pillow, Scikit-learn, etc.

Computer Graphics Lab IITKGP

Game Developer (Unity3D)

IIT Kharagpur

Sep 2019 - Apr 2020

- Developed games for computer graphics lab and published them on Google Play Store. Used Unity 3D game engine and developed platformer and 3D games.
- Developed a 2D platformer game using Unity 2D engine, with asset designing using Adobe Illustrator and game coding using C#. Also developed a 3D game using simple free body dynamics and low-poly world design with baked lighting for performance optimization.

MY SKILL SET

Programmming Languages:	C/C++, C#, HTML/CSS/JS, Python
Machine Learning:	Image Transformers, GANs, CNNs, NLP, Diffusers
Full Stack Web Developement:	ExpressJs, ReactJs, NodeJs, NextJs, Flask, Django, MongoDB, PostgreSQL, ThreeJs
Design:	Adobe Photshop, Blender, Adobe Illustrator, Figma, Spline
Game Development:	Unity3D, Godot

MY PROJECTS

RShifts WebApp *mern stack, firebase*

<https://rshifts-testweb.vercel.app/>

A full stack website with various functionalities such as user login/signup, user dashboard, subscription and much more. Designed the website using Figma keeping UI/UX rules in mind. Used Firebase for authentication and ExpressJs, Mongoddb to maintain user database .

OpenAI Gym *Stable baselines, Nes_py, Python*

https://github.com/piyushgIITian/ML_Projects

Trained Proximal Policy Optimization model to play super mario bros. Used stable baselines for PPO and gym for super mario python environment. Results: After 10,000 trials my model was able to complete first level.

MY ACHIEVEMENTS

Stood top 2% amongst, 200k students that appeared in JEE Advanced 2019 [AIR 4558]

Received Gold Medals in National Science Olympiad 2017 and 2015 and International Mathematical Olympiad 2017